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CAPTAIN PLANET

AND THE PLANETEERS

MINDSCAPE

Ⓣ

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Advisory

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

WHAT'S AT STAKE

Our world is in Peril! Gaia, the Spirit of Earth, can no longer stand the terrible destruction plaguing our planet. She must have help! From Hope Island, Gaia casts her five magic rings around the world. Each of the five *Planeteers* receives a ring and its elemental power:

- *Kwame* from Africa has seen forests turn into deserts and wildlife disappear. His power is *Earth*.
- *Wheeler* from North America has seen the cities become polluted, unhealthy places for children and animals. His power is *Fire*.
- *Linka* from the Soviet Union has seen the terrible results of nuclear meltdown. Her power is *Wind*.
- *Gi* from Asia has seen how water pollution destroys animal habitats. Her power is *Water*.
- *Ma-Ti* from South America has seen the destruction of the rainforest begin. He wants to save the secrets of its healing plants — before it's too late! His power is *Heart*.

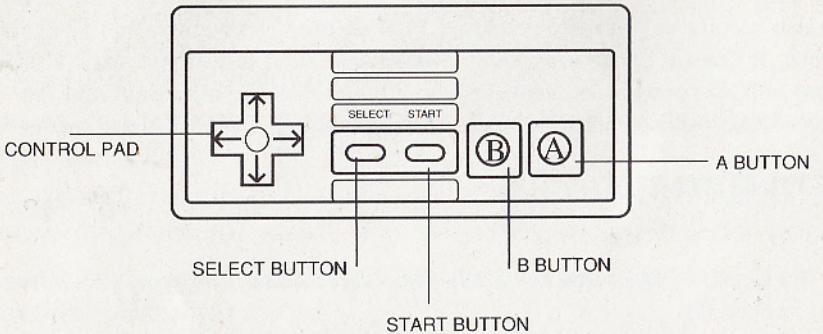
By all their powers combined, the Planeteers summon *Captain Planet*. An environmental superhero with supernatural powers, Captain Planet combines and magnifies all of the Planeteers powers. *Earth*, *Fire*, *Wind*, *Water* and *Heart*. He can become any of these powers to fight enemies, get bonuses and save the planet. If Captain Planet is exposed to pollutants, such as acid rain, toxic waste, smog, etc., his powers are weakened. So it's up to you! Join in. Help save the planet. Take pollution down to zero. THE POWER IS YOURS!

GETTING STARTED

To play, follow these steps:

1. Put *Captain Planet and The Planeteers*, label side up, into your NES unit and close the lid.
2. Make sure your NES unit is properly connected, then press the Power button to turn it on.
3. Press Start to begin play.

Using the Controller



There are 5 levels. Each level has an outside and an inside challenge. On the outside levels, use the Planeteer's ships, the *Geo-Cruiser*, *Eco-Copter*, or *Eco-Sub*, to beat enemy ships, escape traps, and help animals. On the inside levels, help Captain Planet get bonuses, find the villans, and defeat them. THE POWER IS YOURS!

Use these controls to play all levels:

Select	Pauses so you can check your extra lives and score. Also continues the game.	
Start	Begins the game. During play, changes elemental powers.	
A	Outside levels:	Uses an elemental power.
	Inside levels:	Throws a punch.
B	Outside levels:	Turns your vehicle around.
	Inside levels:	Turns Captain Planet into an elemental power.
=	Move left.	
+	move up.	
—	Move right.	
[	Move down.	

ELEMENTAL POWERS

You have five elemental powers in all levels as shown:

POWER	OUTSIDE	INSIDE
Fire	Shoots fireballs	Breaks or destroys things
Water	Shoots waves	Gets past toxic gas, smog, and acid
Wind	Circles vehicle with a defensive wind	Gets past things
Earth	Drops rocks	Breaks or destroys things
Heart	Be kind to animals	Be kind to animals

Hint: On inside levels use *Heart* power to get "megga" power

BONUS PRIZES

Try to get bonuses on every level to increase fire power, speed up the Planeteers' ships, give Captain Planet invulnerability, or get up to 4 extra lives!

POWER	OUTSIDE	INSIDE
Crystals	Increases Planet Power Meter to full	Increases Planet Power Meter 2 notches
Fist	Increases the size of fire, rocks & water	Increases Planet Power Meter to full
Planet	Gives you an extra life	Gives you an extra life
Shield		Protects Captain Planet from elements
Double Arrows	Ship shoots twice as fast	
Opposing Arrows	Ship shoots in opposite directions	
Triple Arrows	Ship shoots in 3 forward directions	
Lightning Bolts	Ship moves more quickly	

BE KIND TO ANIMALS

Being kind to animals pays off. Some animals are just there to help you; others need your help to escape from oil slicks, nets, traps, and cages. Some animals are hard to find. Use *Heart* power to be kind to animals and to free them. Animals are necessary to save Planet Earth! Don't let the Polluters win. GO PLANET! THE POWER IS YOURS.

LEVEL 1

Object *Hoggish Greedly* is polluting the air and water by drilling, spilling, and refining oil! Use the Planeteers' Geo-Cruiser to fight enemy cruisers, plug refinery smokestacks, destroy armed oil-rigs, and save suffering seals. At the end of the outside level, use *Fire* power to disarm the guns, then dock the Geo-Cruiser in the middle of the structure. Get Captain Planet through the oil refinery to shut it down. A the end, fly to the window where Hoggish Greedly is sitting and punch out the glass. He'll surrender. THE POWER IS YOURS!

Strategies

On the outside of level 1:

- Use *Fire* power to shoot red cruisers and 3 large walking oil rigs.
- Use *Earth* power to drop rocks and plug the oil refinery smokestacks.
- Use *Wind* power to wash black oil off seals for big bonuses!

On the inside of Level 1:

- Try to get bonuses.
- Punch steel squares.
- Punch all blasters that fire green toxic waste.
- Avoid mines that explode and release green toxic waste.
- Use *Wind* power to get past green toxic waste.

LEVEL 2

Object

Dr. Blight and her malevolent computer, *M.A.L.*, have reprogrammed the Federal Computer System to designate National Parks as toxic waste dumps. *Sly Sludge* is trucking toxic waste to Yellowstone National Park and dumping it in a river! Use the Planeteer's Eco-Copter to fight enemy helicopters, stop trucks, and get help from the bear. At the end of the outside level, fly into the tunnel entrance to their secret laboratory. In two empty areas of the lab, switch to *Heart* power. This gives Captain Planet mega power to fly through almost anything. At the end, there are four Dr. Blights. M.A.L. has created three holograms to confuse you. Use one of your powers to find the *real* Dr. Blight and she will fly away. Go on down to the next room and use one of your powers to short circuit and defeat M.A.L. THE POWER IS YOURS!

Strategies

On the outside of level 2:

- Use *Earth* power to drop rocks in front of the trucks and stop them.
- Use *Fire* power to shoot the red helicopters.
- Use *Heart* power to get help from the bear.

On the inside of Level 2:

- Use *Water* power to get past red putrefied air and smoke screens
- Punch robotic bats (they are not alive) to get bonuses.
- Use the Shield bonus to get past green lasers.

LEVEL 3

Object

Hoggish Greedly is out on bail! This time, he is netting dolphins and dumping toxic wastes in the ocean! Use the Planeteer's Eco-Sub to fight missile launchers, floating mines, and enemy ships. Along the way there are propellers on the ocean floor and the sides of caverns that push or pull the Eco-Sub. You only need to use *one* of the pushing propellers; avoid the others. At the end of the outside level, land in the pig-shaped entrance to the illegal dolphin cannery. On the inside, help Captain Planet avoid traps, get bonuses, and shut down the cannery. At the end, Hoggish Greedly has a toxic fish gunk gun. Get past the fish grinders, touch the gun, and he'll surrender. THE POWER IS YOURS!

Strategies

On the outside of level 3:

- Use *Earth* power to drop rocks on open missile launchers and floating mines (3 rocks destroy a mine).
- Save the Wales.
- Press + or [to escape the pull of propellers.

On the inside of Level 3:

- Use various powers to get past toxic fish gunk.
- Use *Wind* power to get past fish grinders.
- Punch silver spheres.
- Punch small yellow robots.

LEVEL 4

Object

Looten Plunder and his henchman, *Argos Bleak*, are trapping elephants and killing them for ivory. Fly the Planeteers' Eco-Copter across the desert and free trapped elephants. At the end of the outside level, put the Eco-Copter down on the ivory factory's landing pad. On the inside, help Captain Planet free caged elephants and get bonuses. At the end, Captain Planet must chase Looten Plunder and Argos Bleak in their Hovercraft and punch it. Move quickly or they will elude you. THE POWER IS YOURS!

Strategies

On the outside of level 4:

- Use *Fire* power to shoot enemy helicopters. Fly half way up and shoot quickly. If you miss, turn around and shoot again
- Use what you know to get Captain Planet past radar guns that fire heat seeking missiles.
- Elephants never forget, so don't let the Planeteers forget the elephants.

On the inside of Level 4:

- Use a power to break open cages, then use Heart power on the elephants.
- Use one of the powers before Captain Planet touches red acid.
- Don't hesitate to attack unfolding blue robots.
- Knock out the spider robots (they are not alive).

LEVEL 5

Duke Nukem is producing harmful CFCs that are destroying the protective ozone layer over Antarctica. This is a fast-paced destroy or be destroyed level. Fly the Planeteer's Geo-Cruiser past the ice caverns, lasers, falling ice, and enemy cruisers. At the end of the outside level, use the landing pad at the CFC factory. This is the toughest level, so Captain Planet needs all his powers and any bonuses he can get to destroy the factory! This level has large spheres that Captain Planet must pass, but they will kill him, if he touches them. At the end, Captain Planet meets Duke Nukem, who throws radioactive particles. To defeat Duke Nukem, punch the white reflector shields to deflect particles toward the transformer. When these particles hit the transformer, it is destroyed, and he'll surrender. THE POWER IS YOURS!

Strategies

On the outside of level 5:

- Use *Earth* power to drop rocks on some of the lasers
- Shoot tanks 5 times to destroy them.
- It pays to help penguins. You should know what power to use!

On the inside of Level 5:

- Use Water power to turn red spheres green, then destroy them with other powers.
- Fly into lightening bolts transporters, which bring you closer to the end. (Except some, which take you back to the beginning!)
- Punch red robots' heads when they are extended, but watch out for their laser rings.

HELPFUL HINTS

To get past oil rigs, disarm the guns, then shoot the legs until they break and stop walking. You can then fly past the ship (only at the legs).

You can save powers by making Captain Planet punch green spheres.

Look at fish grinders to see which direction they are moving.

If you have 4 lives and the bonus change form (free life/shield/extra Planet power), wait for something you need.

To get past toxic waste falls, use *Wind* or *Water* power.

You need the bear's help!

You can't punch all the silver spheres, because some explode. To pass them, get close enough to make them shake, then fly away. They will self destruct.

One blue robot is a decoy: ignore it.

Look for an octopus' garden in the sea.

Something besides *Fire* also destroys enemy cruisers, helicopters and ships.

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CAPTAIN PLANET AND THE PLANETEERS ™

MINDSCAPE

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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